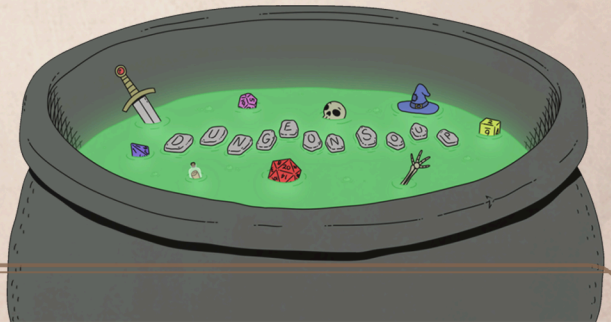
THE CHAOTIC GOOD BARBARIAN

CAMUNON Z

HOMEBREW



Artwork: *Jude Gabriel Gamalinda / H00dasArt (JudeDoesArt)*

Chaotic Good Barbarian

Medium humanoid, chaotic good (?)

Armor Class 26 (Unarmored Defense)
Hit Points 580 (40d8 + 400)
Speed 40 ft., climb 40 ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	23 (+6)	30 (+10)	16 (+3)	20 (+5)	25 (+7)

Saving Throws STR +18, DEX +14, CON +18, WIS +13
Skills Acrobatics +14, Athletics +18, Animal Handling +13, Insight +13, Intimidation +15, Performance +15, Persuasion +15, Perception +13, Survival +13
Damage Resistances Bludgeoning, Piercing, Slashing
Damage Immunities Poison
Condition Immunities Charmed, Frightened, Poisoned, Prone (unless he wishes to be)
Senses Passive Perception 23
Languages Common, Dwarvish, Draconic, Undercommon
Challenge 27 (105,000 XP) **Proficiency Bonus** +8

Legendary Resistance (3/Day). If the Barbarian fails a saving throw, he can choose to succeed instead.

Juicy Muscles (3/Round). Whenever the Barbarian takes damage, he can subtract his Constitution modifier from the total damage taken.

Absolute Unit. The Barbarian can shove and grapple creatures up to two sizes larger than him, and counts as two sizes larger when determining his carrying capacity and the weight he can push, drag, or lift.

Siege Monster. The Barbarian deals double damage to objects and structures.

Menacing Presence (1/Round). Whenever the Barbarian performs an action, bonus action, reaction or legendary action, he can force one creature within 60 feet of him (or alternatively, all creatures within 20 feet of him) to succeed on a DC 23 Wisdom saving throw or become Frightened of him until the end of their next turn.

Levels in Bard. The Barbarian has advantage on Charisma (Performance) checks, and access to the *Barbaric Inspiration* bonus action.

Danger Sense. The Barbarian has advantage on Dexterity saving throws while he is not Blinded, Deafened, or Incapacitated.

Feral Instinct. The Barbarian has advantage on initiative rolls.

Reckless. At the start of his turn, the Barbarian can gain advantage on all melee weapon attack rolls during that turn, granting advantage to attack rolls against him until the start of his next turn.

Brutal Critical. The Barbarian scores a critical hit on a roll of 19-20, and rolls an additional 3d10 when determining the extra damage for a critical hit.

Relentless Rage. If the Barbarian falls to 0 hit points while raging and isn't killed outright, he makes a DC 10 Constitution saving throw. On a success, the Barbarian drops to 1 hit point instead. For each successful attempt, the DC increases by 2 until the Barbarian finishes a short or long rest.

Playthings. The Barbarian can use any object or prone creature of Medium size or smaller within 5 feet of him as an improvised weapon. When using a creature as a weapon in this way, any damage dealt to the target on a hit is also inflicted on the "weapon". Once your attack is finished, the creature returns to being prone on the space it was occupying.

Artwork: *Dungeon Soup*
Design: *u/CamunonZ*

Actions

Multiattack. The Barbarian makes three attacks with his Battleaxe or Improvised Weapon. He can replace one of those attacks with an attempt to grapple or shove the target.

Battleaxe. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 37 (5d10 + 10) slashing damage and the target must succeed on a DC 26 Constitution saving throw or be knocked prone.

Improvised Weapon. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning, slashing, or piercing damage (the Barbarian's choice).

Flurry of... Blows? (5/Combat). The Barbarian unleashes a relentless flurry of unarmed strikes at a creature within reach. The target must make a DC 14 Constitution saving throw, taking 4d8 bludgeoning damage and 4d20 psychic damage on a failed save or half as much damage on a successful one. Regardless if they succeed or fail, the target is then knocked prone. A creature rendered prone in this way must use an action to stand back up.

Bonus Actions

While the Barbarian is at 400 or fewer hit points, he can take two bonus actions per turn. This increases to three bonus actions per turn while he is at 200 or fewer hit points.

Rage. The Barbarian moves up to half his speed. For the next minute, he gains advantage on Strength checks and saving throws, and deals an extra 4 damage on his attacks.

Deadly Grasp. The Barbarian attempts to grapple or shove a creature within reach.

Muscle Flex. The Barbarian instantly breaks free from one condition of his choice that is currently afflicting him.

Squirt of Lemon (1/Turn). The Barbarian squeezes a lemon in front of a creature he can see within 5 feet of him, making the juice fall right on their face. The target takes 1d4 acid damage and 4d6 psychic damage.

Holy Water (1/Turn). The Barbarian takes a sip of holy water and spits it at one fiend, undead, or evil-aligned creature he can see within 5 feet of him. The target takes 6d6 + 6 radiant damage and becomes Poisoned until the start of the Barbarian's next turn.

Barbaric Inspiration (7/Day). The Barbarian grants one Bardic Inspiration die (d6) to a creature within 60 feet that can hear him (as per the rules of the *Bardic Inspiration* feature from the Bard class).

Reactions

The Barbarian can take up to three reactions per round, but only one per turn.

Barbaric Subversion. Whenever a creature holding one of the Barbarian's Bardic Inspiration dice makes a d20 roll, the Barbarian can use his reaction to force them to make the roll at disadvantage, and subtract the Bardic Inspiration die from the total result. The Bardic Inspiration die is then expended.

Second... Wind?? (Recharge 5-6). After the Barbarian activates his *Juicy Muscles* trait, he can use his reaction to regain 4d20 hit points.

Legendary Actions

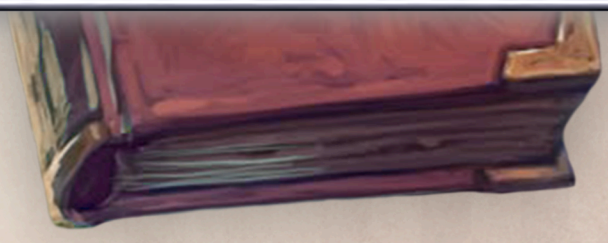
The Barbarian can take 3 legendary actions (4 if Bloodied), picking from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The Barbarian regains all spent legendary actions at the start of his turn.

Deadly Rush. The Barbarian moves up to half his speed towards a creature he can see. If that leaves him within 5 feet of the target, he can immediately attempt to grapple or shove them.

Big Muscle Flex. The Barbarian instantly breaks free from one magical effect of his choice that is currently afflicting him.

Manual of Monsters (1/Round). The Barbarian consults his trusty Manual of Monsters, learning all of the attacks, immunities, resistances, or traits (his choice) of a creature he can see within 60 feet of him.

Psychological Warfare (1/Round). The Barbarian inflicts some form of sadistic, yet morbidly comical torture on a creature currently being grappled by him. The target takes 4d20 psychic damage, and becomes either Blinded, Deafened, Poisoned, or Restrained (the Barbarian's choice). They can make a DC 15 Constitution or Charisma saving throw (their choice) at the start of each of their turns, ending the condition on a success.



Artwork: *Adam Roark (axe), Anastas Ermolina (bottle), ExusiaSword (lemon), MAR Studio (book)*

Design: *u/CamunonZ*